

Technical Team Interview - Technical Challenge

FreeCell Solitaire Game

This challenge will require you to build a Unity implementation of the classic Windows solitaire card game: FreeCell (<https://en.wikipedia.org/wiki/FreeCell> and an online version can be played here <https://cardgames.io/freecell/>)

Game should use a standard 52 card deck. You do not need to make any special graphic assets for the cards, but each card should be clearly identified.

Playing area should have:

- 4 “free cell” positions at top.
- 4 “foundation” position to move cards to complete the game
- 8 cascade columns

You can implement this game any way you like, but these are the requirements for the game:

- Can be built in either Unity or HTML/JS
- The game must have at least 3 screens:
 - Welcome Screen
 - Play screen
 - End screen
- Functions for the play screen
 - Follow logic/rules of the classic game
 - Random deal to lay out cards in starting cascade columns
 - Clicking on “open” card in a column, will move to open ‘freecell’ if one is available
 - Ability to drag a single card to new legal position
 - Cannot move card to illegal position
- It does not need to loop. It can play only from start to finish.
- It must include some kind of JSON I/O. Show us how you would use JSON for external data.
- Extra points for additional features, animations, effects, etc. will be awarded. Surprise us!
- All the source code and assets must be uploaded to public GitHub/Bitbucket account

This will be evaluated on functionality, and we don’t expect a lot design work.

If you are unable to complete it to your satisfaction with that the 24-hour deadline, that is fine, submit what you have anyway. Please include a **README file in your Git repo** to indicate how far you got, any features you were either stuck on or would like to improve if you had more time. We are looking to see how you tackle the problem.

Once you have pushed your code to a **public** repo on GitHub or BitBucket email me the link to the project.

Feel free to contact Valerie@ngxinteractive.com with any questions.

Have fun and good luck!